

DATA DESIGN INTERACTIVE

Rock Raiders PSX submission v.0.237 bug fix report

Response to SONY Europe Bug Report

Bug No. 7

Spurious noise occurs at the end of tracks 2-10

Solution – We now fade the volume down before the end of the track is reached, and then stop and restart the track.

Bug No. 8

Final track is only 2'25". This track should be 3 minutes long.

Solution – This track is now 3 minutes, 10 seconds long. It is now also blank. This track is not accessed by the application.

Bug No. 11

If the user enters into a game and progresses as far as the character screen. If the user then returns to the options menu and enters the configuration screen it can be seen that the L2 and R2 button in the configuration are both corrupted.

Solution – The icon graphics are now loaded back in at this point.

Bug No. 12

**The user played the game through to the level "WHALE SONG" and aborted the level. The following password was subsequently shown.
(circle)@(U)(D)(L)(SQUARE)(U)(D)(TRIANGLE)(L)(CIRCLE)(D)(TRIANGLE)(L)(SQUARE)(CROSS)(TRIANGLE)(CIRCLE)@(CIRCLE)(D)(U)**

Solution – Well actually we could not replicate the problem. We tried the password many times and it brought us to the specified level. We even tried playing through the whole game trying the password at various points and the password system worked throughout.

Bug No.14

High Flyer – two player game. The two users played through the level to the point where each had a helicopter. They flew east past the start position and on past the vehicle construction building. The two users flew north at the next junction and both crashed into the subsequent dead end (at the right hand corner). Both users were

unable to escape from this point and the level had to be restarted from the pause menu.

Solution – We have adjusted the collision code so that this eventuality no longer occurs.